

# Animation frame overriding

## Assets



## Code

```
orxObject_CreateFromConfig("JellyObject");
```

## Config

```
[JellyObject]
Graphic      = JellyGraphic
AnimationSet = JellyAnimationSet
Position     = (200, 100, 0)

[JellyGraphic]
Texture      = jelly.png
TextureOrigin = (0, 0, 0)
TextureSize  = (32, 32, 0)
Pivot       = center

[JellyAnimationSet]
Texture      = jelly.png
FrameSize   = (32, 32, 0)
KeyDuration  = 0.1
StartAnim   = JellyWobbleAnim
Pivot       = center
; The two following lines are not necessary anymore as they're now identical
; to the default behavior (as many frames as can fit in the texture +
; automatically looping onto self)
JellyWobbleAnim      = -1
JellyWobbleAnim->    = JellyWobbleAnim

[JellyWobbleAnim3]
TextureOrigin = (0, 0, 0)

[JellyWobbleAnim4]
TextureOrigin = (64, 0, 0)
```

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